

1/12

Fig. 1
PRIOR ART

UPSTREAM DESIGN FLOW FOR SoC

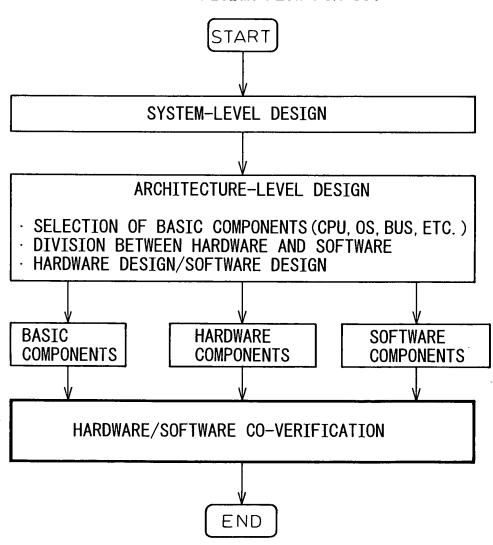
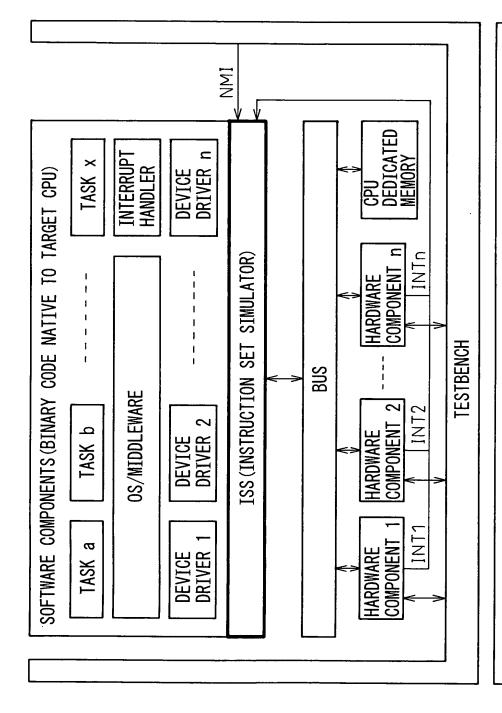


Fig. 2

PRIOR ART



C-BASED SIMULATOR

Fig. 3

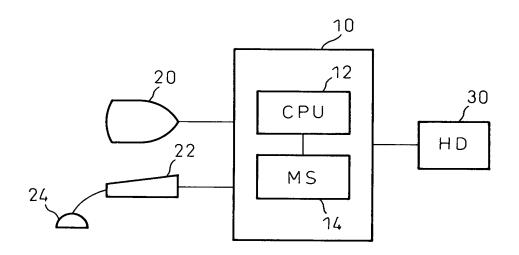
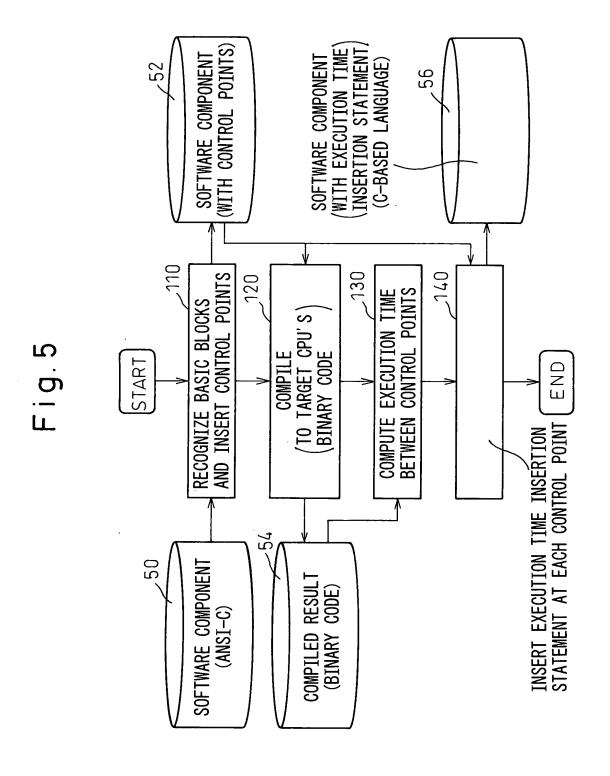
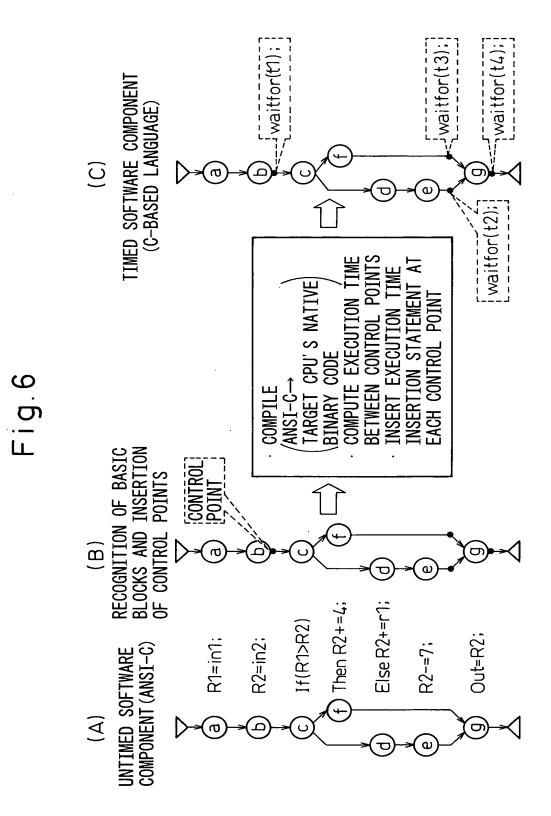


Fig.4

SOFTWARE	SOFTWARE DESIGN LOGIC	METHOD OF V	METHOD OF VERIFICATION MODEL CREATION	EL CREATION	VERIFICATION MODEL
COMPUNENTS	LANGUAGE	CONVERSION 1*1	MODIFICATION*2	CONVERSION 2*3	DESCRIPTION LANGUAGE
OS/ MIDDLEWARE	ANSI-C	1	ı	0	C-BASED LANGUAGE
INTERRUPT HANDLER	ANSI-C AND ASSEMBLY LANGUAGE	0	I	0	C-BASED LANGUAGE
DEVICE DRIVER	ANSI-C AND ASSEMBLY LANGUAGE	0	0	0	C-BASED LANGUAGE
TASK	ANSI-C	I	l	0	C-BASED LANGUAGE

*1: CONVERSION FROM ASSEMBLY LANGUAGE DESCRIPTION TO ANSI-C DESCRIPTION(MANUAL)
*2: MODIFICATION FOR "DIRECT READ/WRITE ACCESS TO BUS"(MANUAL)
*3: CONVERSION FROM UNTIMED SOFTWARE COMPONENT TO TIMED SOFTWARE COMPONET (AUTOMATIC)





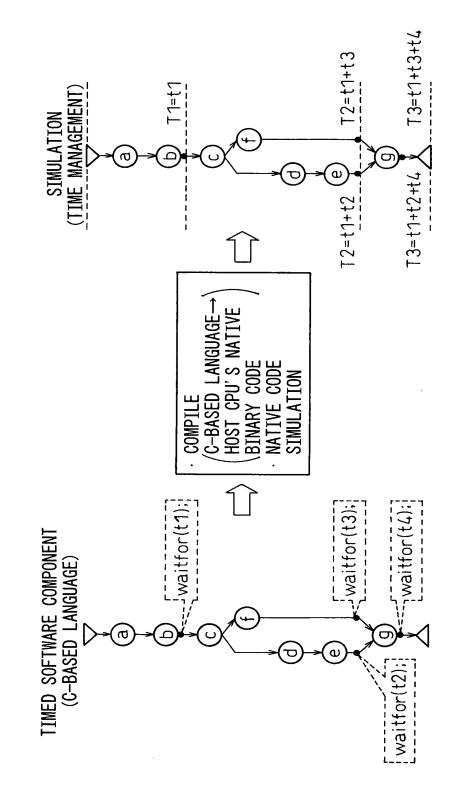
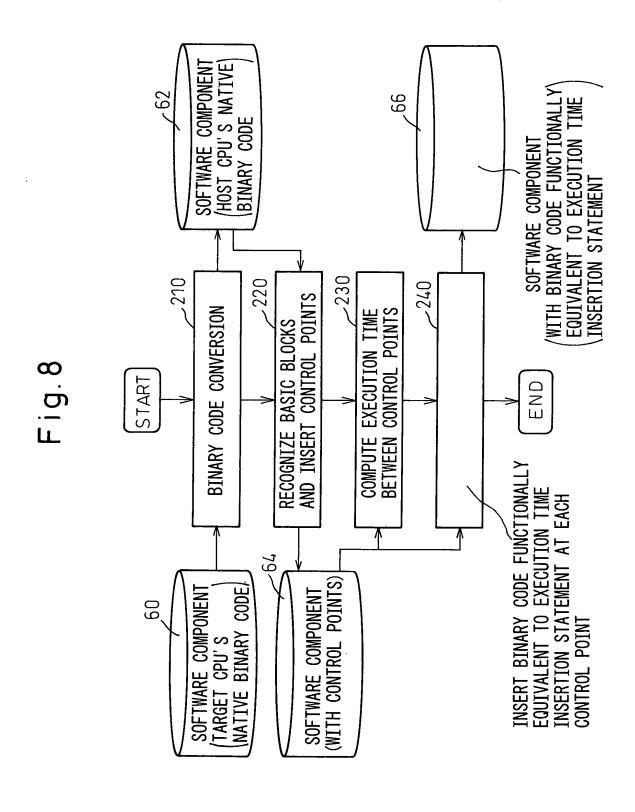
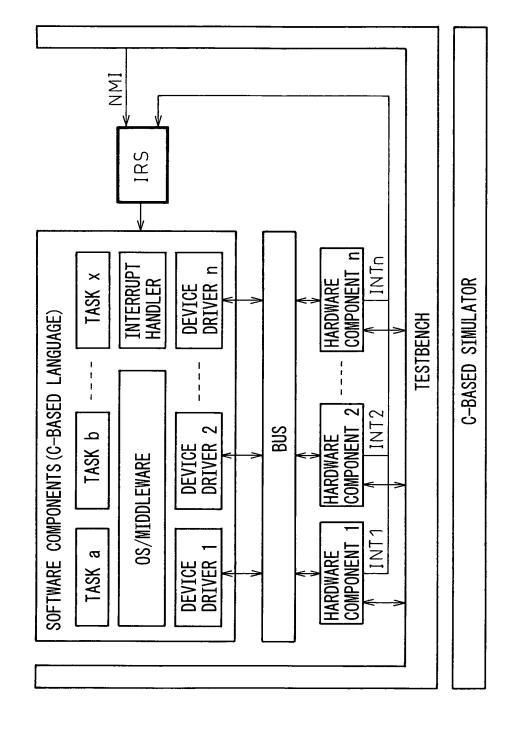
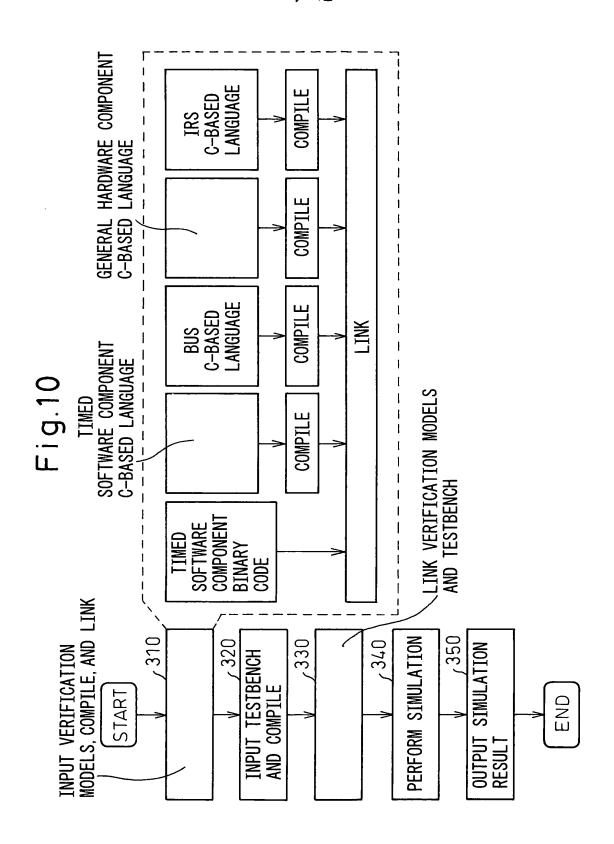


Fig. 7





<u>Б</u>.



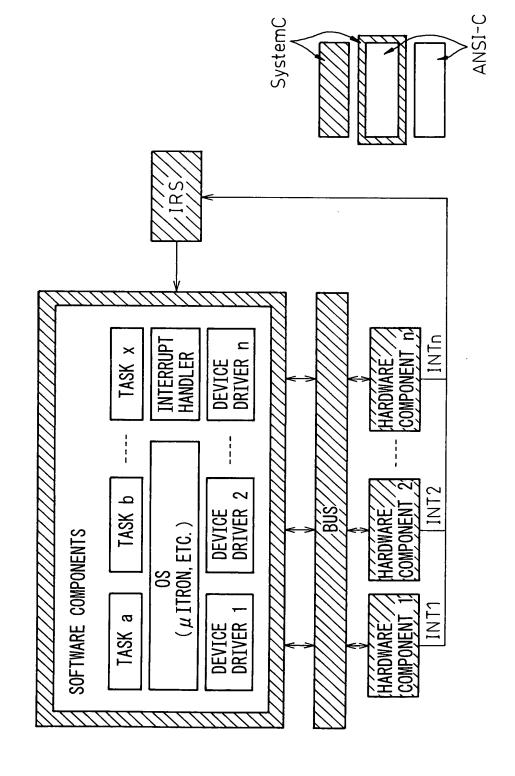


Fig. 11

Fig.12

